



# CALTRANS CONSTRUCTION ALERT

**Date:** Friday, September 4, 2015  
**District:** 6 – Fresno, Kings, Tulare, Madera, Kern  
**Contact:** Tami Conrado (559) 488-4082  
**Email:** [tami.conrado@dot.ca.gov](mailto:tami.conrado@dot.ca.gov)  
**Facebook:** [www.facebook.com/caltrans.centralvalleydistrict6](http://www.facebook.com/caltrans.centralvalleydistrict6)  
**Twitter:** [www.twitter.com/caltransdist6](http://www.twitter.com/caltransdist6)

## INTERSTATE 5 PAVEMENT REHAB PROJECT LANE CLOSURES CONTINUE EXPECT DELAYS

The California Department of Transportation (Caltrans) in cooperation with Granite Construction Company announces continued scheduled lane closures as part of a pavement rehabilitation project for Interstate 5 between the State Route 41 interchange to 3 miles south of the Utica Avenue Interchange near Kettleman City within Kings County.

**24 HOUR lane closures scheduled for next week are as follows:**

**Beginning on Wednesday morning, September 9<sup>th</sup> at 6:00 a.m. through Friday, September 11<sup>th</sup> at 2:00 p.m. crews will close one lane of a 2 mile section of NORTHBOUND and SOUTHBOUND Interstate 5 near the State Route 41 interchange to perform paving operations. These lane closures will be for 24 hours per day; daytime and nighttime. On Wednesday, September 9th closures may include on and off ramps at the Interstate 5/State Route 41 interchange. These ramp closures will be intermittent and will be as needed for pavement operations.**

**During these closures, Interstate 5 will be reduced to one lane. Commuters will experience delays and are encouraged to take alternate routes whenever possible. California Highway Patrol (CHP) will be on site assisting with traffic control. Motorists are expected to obey all traffic laws.**

Caltrans would like to thank the residents, businesses and commuters for their patience during this improvement project. The public is asked to drive with extra care while traveling through the construction area and please

###

**BE WORK ZONE ALERT**